

Abstract of the Disclosure

Over a poor quality network, interactive computer animation displayed at the client terminal may be jittery due delays in processing the animation at the client.

- 5 The present invention therefore provides a method for improving interactive animation over a computer network having a client and a server, comprising: a) forming a queue of server messages at the client; b) adding received server messages to the queue; c) calculating the minimum deadline of the server messages in the queue; d) calculating the time required to play all the currently queued animations; and e) if the time required
- 10 to play all the currently queued animations is greater than the minimum deadline of the server messages in the queue, accelerating the animation.